

GAMEBOY ADVANCE

AGB-BQOE-USA



NICKELODEON

SpongeBob
SquarePants



LIGHTS, CAMERA, PANTS!



INSTRUCTION BOOKLET



THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

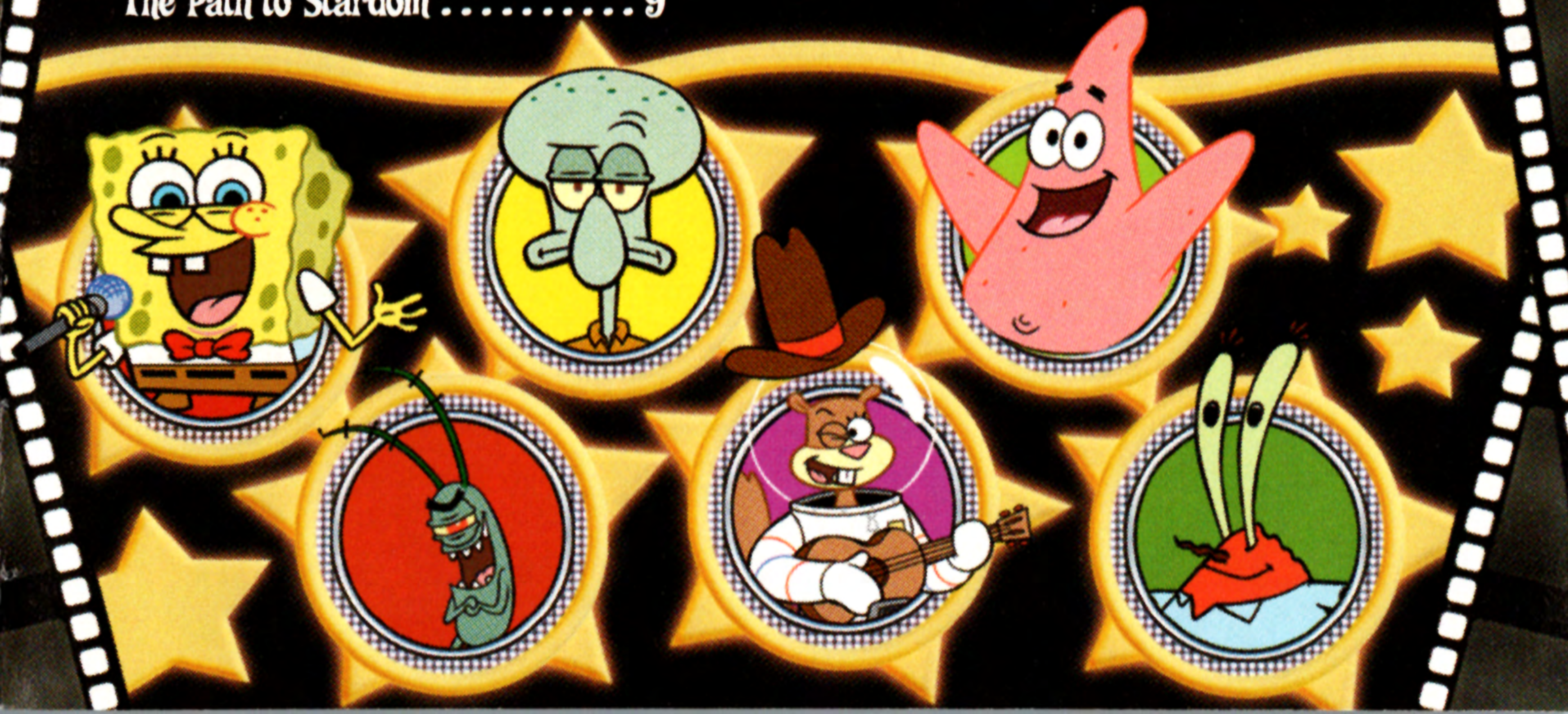
The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

TABLE OF CONTENTS

The Show Must Go On	2
Setup	3
Getting Started	4
Controls	5
Celebrity Search	6
The Path to Stardom	9

Lights, Camera, Pants!	12
Items	13
Enemies	14
Credits	16
Limited Warranty	19



THE SHOW MUST GO ON

Bikini Bottom is abuzz! Producer Gil Hammerstein is filming a special episode of "The New Adventures of Mermaidman and Barnacleboy" on location in everyone's favorite undersea town. But production is stalled when the show's stars mysteriously disappear! It's up to SpongeBob, Patrick, Sandy and Squidward to bring the missing superheroes back to the set, but that's not as easy as it sounds. Ghost-pirates, super villains and other dangers await them. The fate of the popular television series rests in their hands! So, break a leg, SpongeBob! The show must go on!



SETUP

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of SpongeBob SquarePants: Lights, Camera, Pants! into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



GETTING STARTED

On the Main Menu screen, choose from the following selections by using the Control Pad to scroll through the menu, the A Button to make your choice, or the B Button to return to the previous selection.

New Game

Select this option to start a new game.

Full Slot

Choose this option to continue a previously saved game.

Delete

This option allows you to remove previously saved games.

Difficulty Level

If you're starting a new game, you'll be asked to select the difficulty level. Choose one of two settings: Easy or Normal.

Pause Menu

Press START to access the Pause Menu at any time during the game. Choose from two options: Resume or Quit. Press the A Button to make your selection or the B Button to return to the game.



CONTROLS

GAME CONTROLS

Control Pad
Control Pad Left or Right (twice)
A Button
B Button
B Button (while dashing)
B Button (in air)
L Button
R Button
START

Move
Dash
Jump
Action
Dash Action
Special Action
Look up or down
Switch character
Pause Menu

Racing Games:

Control Pad
A Button
B Button
R Button

Steer
Accelerate
Brake/Reverse
Switch character



CELEBRITY SEARCH

SpongeBob, Sandy, Patrick and Squidward will have to work together if they hope to track down Mermaidman and Barnacleboy. Teamwork is key as each character has a unique set of talents that will come in handy in the search for the missing celebrity superheroes.



SpongeBob SquarePants

The talented SpongeBob SquarePants is the quickest of the characters, but he's not so great when it comes to stopping bad guys.

- Basic Action: SpongeBob whirls his spindly arms like propellers.
- Jump Action: SpongeBob absorbs water and swells like a balloon to make slow, floating jumps.
- Dash Action: SpongeBob slides on his belly and knocks everything clear out of his path.
- Driving: Surprisingly, SpongeBob is a decent driver, but I still wouldn't let him borrow my boat.



Patrick Star

Patrick may not be the brightest starfish in the sea, but he's the most well rounded character.

- Basic Action: Patrick hurls ice cream cones at enemies. His ice cream cones even cling to the walls and ceiling and any bad guy who steps in them takes damage.
- Jump Action: Patrick leaps into the air, only to drop like a rock and smash down on his butt.
- Dash Action: Patrick's Super Star Roll allows him to barrel through obstacles.
- Driving: As Mrs. Puff can tell you, Patrick is the worst driver. He's a speed demon, and he loses control easily.



Sandy Cheeks

Sandy Cheeks is a lean, mean karate machine.

- Basic Action: Sandy's formidable karate chop is great for breaking blocks and mashing bad guys.
- Jump Action: Sandy jumps into the air, twirling her lasso overhead.
- Dash Action: Sandy swirls her lasso in a wide circle to hit enemies and obstacles.
- Driving: Sandy's easily the best driver. She's fast and knows how to make a tight turn!



Squidward Tentacles

Squidward is hands down the slowest character, but his long tentacles give him that extra boost when it comes to jumping.

- Basic Action: Squidward's Clarinet of Doom blows sour notes that travel across the screen to hit multiple bad guys.
- Jump Action: Double-jumping, Squidward rockets upward into hard-to-reach places.
- Dash Action: Squidward skids to a stop and rebounds, damaging enemies.
- Driving: Whoever said slow and steady wins the race was definitely talking about Squidward. Driving through oil is easier with Squidward.

Character Selection

You can switch between all four characters at any point during the game. Press the R Button to access the character menu in the top left corner of the screen. Use the Control Pad to scroll through the characters and press the R Button to make your selection.

If a character is hit twice at the Normal difficulty setting, he or she will be knocked out of the team lineup for the rest of the level and a new team member will automatically jump in to continue the mission.

THE PATH TO STARDOM

SpongeBob, Patrick, Sandy and Squidward will risk life and limb to find the decrepit, er, dynamic duo, and their efforts will not go unrewarded. Producer Gil Hammerstein is keeping a close eye on their progress. At the end of each level he'll award a role in "The New Adventures of Mermaidman and Barnacleboy" to the character that completes the level. That's right, it's a chance for our fearsome foursome to put their feet and/or tentacles on the path to stardom! But like any path, it's not without obstacles.

Race Meter



Racing

Start your engines! It's a race to catch the Invisible Boatmobile!

Race Meter – shows your progress on the track. The green gauge marks your position, while the red gauge shows your opponent's.

Button Battle

Time your button presses to battle Manray and his treacherous freeze ray! Button icons and direction arrows will appear on the screen. When they're squarely inside the box, press the matching button or Control Pad direction to dodge the freeze. Note: you won't be able to switch characters in this game.

Skill Meter – keeps track of your accuracy. Get the meter past the middle to win!



Skill Meter

Burger Builder

Build Krabby Patties to feed the hungry crew! Catch patty ingredients as they fall from the sky and build your burger. Be sure to follow the order of the ingredients shown on the Patty Meter. If you build your patty in the wrong order, you'll have to start all over. Make five Krabby Patties to win.

Patty Meter – shows you how to build a Krabby Patty in the right order!

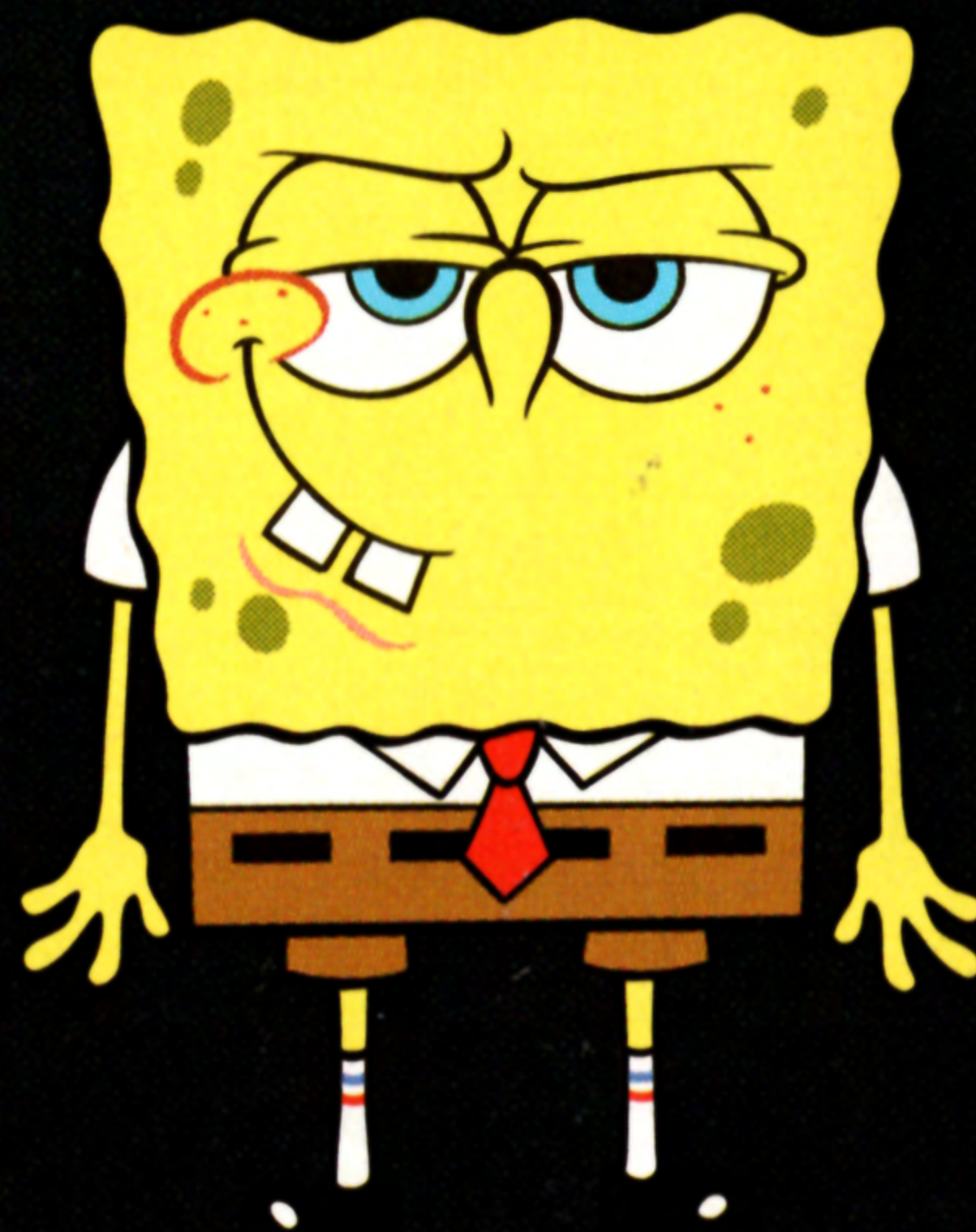


Patty Meter



Bully Ball

Nobody likes a bully! Defend the sand castles from the bullies out to smash them with volleyballs. Bounce the volleyballs back at the bullies to drive them off!



LIGHTS, CAMERA, PANTS!

Once Mermaidman and Barnacleboy are returned to the set, Gil Hammerstein will call on SpongeBob, Patrick, Sandy and Squidward to put their skills to the test in up to five different scenes! It's up to you to help them meet this challenge, and your performance will affect the story of this special episode of "**The New Adventures of Mermaidman and Barnacleboy.**"

ITEMS



Golden Star

Collect stars to unlock bonuses and secrets. You can also cash in your stars for mini-games! Stars can also buy you "extra film slates."



Giant Golden Star

One giant star is worth 10 regular stars.



Film Slate

The film slate gives you an extra turn.



Conch

The conch can help Mermaidman free the rest home from sea creatures!



TV Set

The TV set can help you bring back a character that's been knocked out of your team lineup. Collect the TV when the missing character appears on the screen to add him or her to your team. If you already have a full team, the TV gives you an extra turn!

ENIMIES



Jellyfish

Jellyfish are known to sting! Generally, you'll want to avoid these floating, pink enemies. But on occasion you might find it helpful to bounce on top of them.



Giant Clams

For the most part clams will leave you alone, unless it's dinnertime! When their shells open up prepare to defend yourself!



Ghost Pirates

Well, let's face it, you can't have an undersea adventure without a few dead pirates looking for trouble.



Fanboys

Have you ever been to a comic book store on a Wednesday? Then maybe you're familiar with fanboys. They'll do anything for an autograph, so don't get between them and their superheroes.



Bullies

They're big, mean and they think they own the beach! It's time to teach these guys a lesson.



Props

Oh sure, they're inanimate objects—how could they possibly harm you? You must have missed last week's episode of When Props Attack.



Manray

Mermaidman and Barnacleboy's nemesis wants to put you on ice with his odious freeze ray. Are you gonna stand for that? I didn't think so.

CREDITS

Developed by:
WayForward Technologies

Tyrannical Overlord:
Voldi Way

Executive Producer:
John Beck

WayForward Creative Director:
Matt Bozon

Producer:
Derek Dutilly

Designed & Directed:
Marc Gomez

Lead Programmer:
Larry Holdaway

Programmer:
David Wright

Engine/Tool Programmer:
Michael Stragey

Character Animation:
Chris Kerlegon

Additional Character Animation:
Kendra Boggs
Renee Lee
Dan Schier

Backgrounds:
Renee Lee
Jacob Stevens

Story Panels:
James Burkes

Level Design:
Hwang Nguyen

Additional Art by:
Rob Buchanan
Abigail Goldsmith
Armando Soto

Sound & FX:
Shin'en Multimedia

GAX Soundengine:
Shin'en Multimedia

Special Thanks to:
The WayForward Staff
Jennifer Dutilly
Sierra, Bubba & Tannen
Matt
Rob
Mondo

THQ

Project Manager
Kathleen Nicholls

Creative Manager
Scott Rogers

Creative Director
Stephen Jarrett

Art Director
Thom Ang

Technical Director
Peter Andrew

Licensor Manager
Stephanie Wise

Director, Product Development
Mark Morris

Vice President, Product Development
Philip Holt

Test Supervisor
David Sapienza

Quality Assurance Lead
Ryan King

Quality Assurance Testers
Peter Elsley
Steven McGriff
Michael Leffler
Eric Peterson
Luis Ramirez

First Party Supervisor
Evan Icenbice

First Party Specialists
Adam Affrunti
Scott Ritchie
Todd Thommes


Quality Assurance Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Team
Sean Heffron
Scott Frazier
Matt Elzie
Bryan Williams

Director of Quality Assurance
Monica Vallejo



Quality Assurance Manager
Mario Waibel

Localization Manager
Bernd Kurtz

International Art Director
Till Enzmann

Marketing

Senior Vice President- Worldwide Marketing
Peter Dille

Director - Global Brand Management
John Ardell

Senior Global Brand Manager
Danielle Conte

Brand Manager
Peter Kennedy

Marketing Coordinator
Sam Guilloud

Marketing Coordinator
Erica David

Director - Creative Services
Howard Liebeskind

Associate Creative Services Manager
Melissa Roth

Manual Text
Erica David

Packaging Layout and Design
Beeline Group

Global Senior Media Relations Manager
Kristina Kirk

Media Relations Manager
Kathy Bricaud

Media Relations Coordinator
Gretchen Armerding

Special Thanks

Brian Farrell
Edward Zinser
Tiffany Ternan
Germaine Gioia
Jim Kennedy
Leslie Brown
Brandy Carrillo
Jenni Carlson
Amy Bernardino
Jenae Pash
Marcel Samek
Christopher Folino
Fernando Velloso
Kris Buccieri
Melissa Rivas
Chad Ellman
Samantha Collins
Laura Campos
James Gilbert-Rolfe
Joshua Austin
Tanya Haider
Jean Philippe Randisi
Gregoire Halbout
Nicole Withers
Nathalie Massabni
Miriam Wermelt

Nickelodeon Interactive

SVP of Entertainment Products
Steve Youngwood

Senior Director of Interactive
Stacey Lane

Manager of Interactive
Stephanie Bond

Coordinator of Interactive
Dan Boldin

VP/Creative Director Licensing
Tim Blankley

Creative Director of Entertainment Products
Daniel Moreton

Senior Designer of Interactive
Rob Lemon

Junior Designer of Interactive
Jason Di Orio

Senior Manager, Copy/Content
Debra Krassner

Coordinator, Copy/Content
Kristen Yu

Nickelodeon would like to thank:

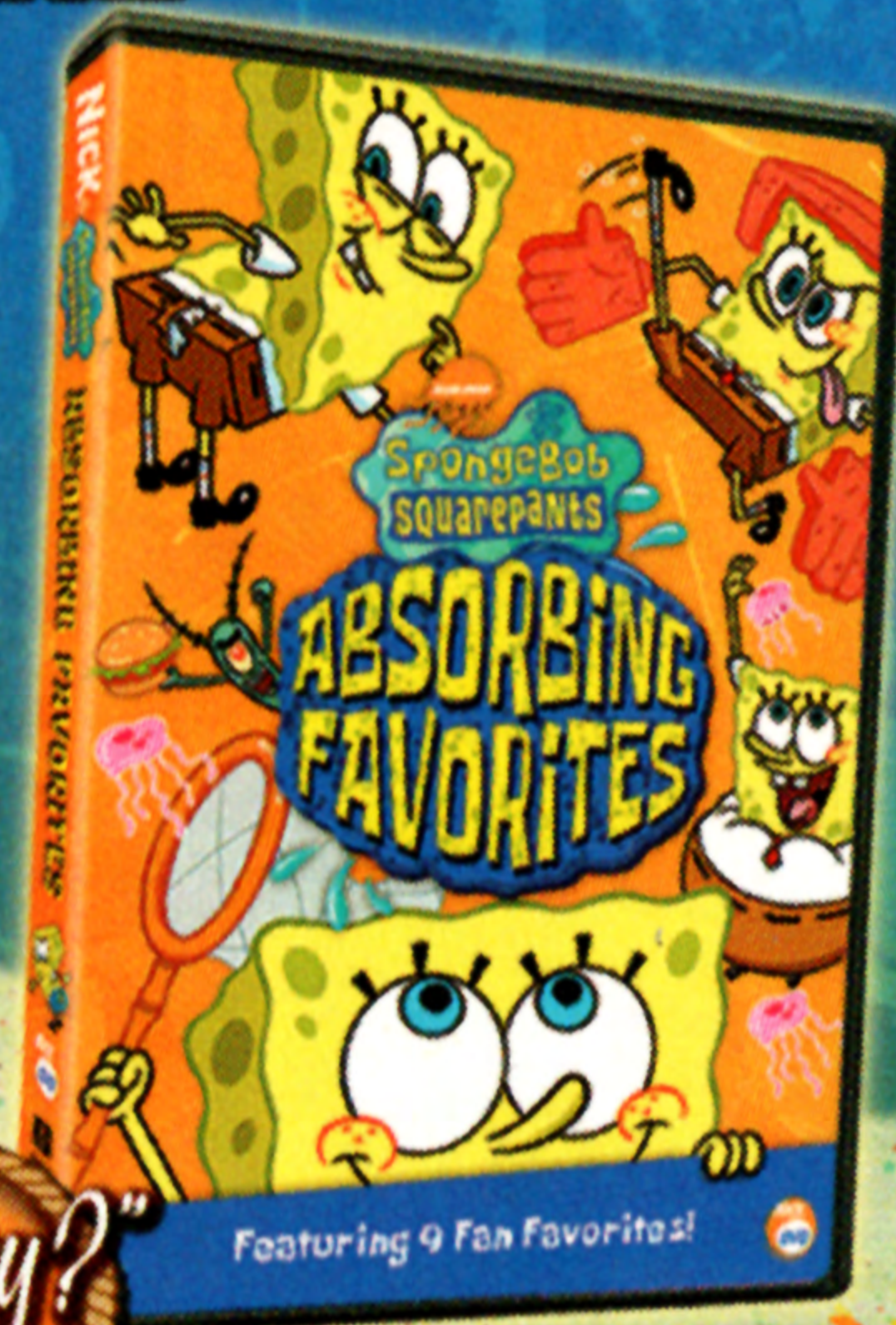
Leigh Anne Brodsky
Michele Caruso
Russell Hicks
Linnette Pastori
Lori Szuchman
Geoff Todebush
Stavit Young
Chezza Zoeller
Justine Briskman
Manny Galan

We would like to thank:

Eric Coleman
Sergio Cuan
Stephen Hillenburg

SOAK UP a FLOOD OF Favorites!

Available Now on DVD



"Where's Gary?"
Available on DVD
NOVEMBER 2005

Also available on VHS

www.nick.com

www.paramount.com

Date, art, availability and DVD special features subject to change without notice.

© 2005 Viacom International Inc. All Rights Reserved. TM, ® & Copyright

© 2005 by Paramount Pictures. All Rights Reserved. SpongeBob SquarePants created by Stephen Hillenburg.



NICKELODEON

LIMITED WARRANTY

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit **Product Code** is **32188**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

Instruction Manual © 2005 THQ Inc. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenburg. Developed by WayForward Technologies. WayForward and its logo are trademarks of WayForward Technologies. GAX Sound Engine Licensed by Shin'en. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

REGISTER YOUR GAMES ONLINE



MY THQ

at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301

© 2005 THQ Inc. © 2005 Viacom International Inc. All Rights Reserved. Nickelodeon, SpongeBob SquarePants and all related titles, logos, and characters are trademarks of Viacom International Inc. Created by Stephen Hillenborg. Developed by WayForward Technologies. WayForward and its logo are trademarks of WayForward Technologies. GAX Sound Engine Licensed by Shin'en. Exclusively published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

WayForward

PRINTED IN USA
106106